



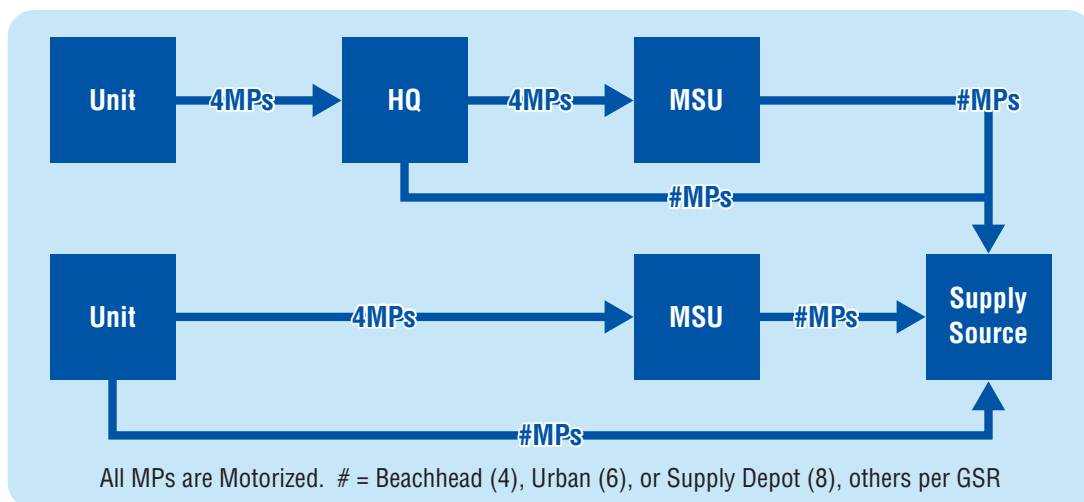
# NEXT WAR: VIETNAM

## Strike Effects Table

	Strike 1	Strike 2	X or Destroyed
<b>Ground Unit</b> [27.3]	-1 Attack, Defense, MA, ER (min. 1) Can't move during Exploitation or Elite Reaction	-2 Attack, Defense, MA, ER (min. 1) Can't move during Exploitation or Elite Reaction Can't use Airborne, Airmobile, or Sea Transport	Step loss or eliminate (if one step) Remove any Strike marker
<b>HQ/Artillery</b> [27.3]	As above for Ground Unit + Lose one Combat Capability*	As above for Ground Unit + Lose one Combat Capability* Can only move one hex during other Movement Segments	As above for Ground Unit + Lose one Combat Capability*
<b>Supply Depot</b> [27.3]	No effect	Can't create MSUs Can't remove for Supply Points Supply Range reduced to 4 Motorized MPs	Eliminate
<b>MSU</b> [27.3]	May not move in Initiative Movement Segments MA half in Basic Movement Segment	Movement as per Strike 1 Can't be flipped to create a Supply Depot Can't be removed for Supply Points	Eliminate
<b>Installation (Airbase, Port, etc.)/ Airfield</b> [27.7]	Reduce Port capacity by one	Reduce Port Capacity by two. Airbase/Airfield may not be used for Air Transport, Airborne Movement, Airmobile Movement Attack Helicopters may only Rebase	Award appropriate VP to destroying player Installation may not be used for any purpose Attack Helicopters may only Rebase May be repaired
<b>Beachhead</b> [27.7.3]	Reduce Sea Landing capacity by one	Reduce Sea Landing capacity to zero Ignore Strike 1 results	Flip to No Supply Side.
<b>CVN/CV/SAG</b> [27.4]	May retreat to nearest friendly Port or At Sea Box +1 to Naval Surface Combat	May retreat to nearest friendly Port or At Sea Box +2 to Naval Surface Combat	Remove from map; place 4 turns ahead
<b>AMPH</b> [27.4]	As above for CVN/CV/SAG + Ground units embarked lose a step from the stack	As above for CVN/CV/SAG + Ground units embarked lose two steps from the stack	As above for CVN/CV/SAG + Eliminate all embarked Ground units
<b>Sea Transport</b> [27.4]	Ground units lose a step from the stack	Ground units lose two steps from the stack	NA

\* HQs and Artillery lose one combat capability each time a Strike result is applied to them. It is not based on the actual Strike result.

## LOC Diagram



# Master Allied Reinforcement Chart

ID	Standard Game	Advanced Game		R#
A	USA—1/82 Abn Bde	1 Supply Point	US—1 x SOF Marker	6
B	US\$—173 Abn Bde USMC—1/4; USN—1 x CVN BG JPN*—1 Abn Bde, Amph Bde, 1 x AH-64; 1 X AMPH; 1 x Airmobile Point	31 MEU HQ 1 Supply Point	USN—1 x Carrier Wing US—6 x Cruise Missile Points; 1 x SOF marker JPN—1 x F-15J; 1 x SOF Marker	3
C	USMC—1/3, 2/3, 3/3, 3-LAR, 1 x AH-1Z USN—1 x AMPH	III MEF HQ 2 Supply Points +1 Air Transport	USMC—1 x F-35B, 1 x F/A-18 USAF—1 x F-35A, 1 x F-15C, 1 x F-15E, 1 x F-22A US—4 x Cruise Missile Points; 1 x SOF marker	3
D	USA—82 Abn Div (all units); 2 x Airmobile Points JPN—1 x SAG CW†—1st Australian Div (all units), 2 Gurkha	82 HQ 1 Supply Point	USAF—1 x A-10C, 1 x F-16DJ US—1 x SOF Marker Commonwealth—1 x F/A-18F, (1 x TYPH or CF-18)†	6
E	USMC—2/4, 4-LAR, AH-1Z USN—1 x AMPH; USA—2/2 Mech Inf Bde	1 Supply Point	USMC—1 x F/A-18; US—4 x Cruise Missile Points Commonwealth—1 x F-35, 1 x F/A-18E, (1x TYPH or CF-18)†	4
F	USA—1/101 AA Bde, 1 x AH-64/101 France†—13th Demi Bde, 2nd Marine Para Reg; 1 x CV BG	101 HQ 1 Supply Point +1 Air Transport	USAF—1 x F-35A, 1 x F-15C, 1 x F-16 JPN—1 x F-4EJ, 1 x F-2A; 1 x SOF marker France†—2 x Rafale, 1 x Rafale M	5
G	USMC—1/7, 2/7, 3/7; USN—1 x AMPH USA—81/2 Mech Inf Bde	11 MEU HQ 2 Supply Points	USAF—1 x A-10C Commonwealth—1 x SOF marker; 1 x F/A-18F (1x TYPH or CF-18)†	5
H	USA—101 Abn Div (Air Assault) (all units)	I Corps HQ 1 Supply Point	USAF—1 x F-15C, 1 x F-16DJ, 1 x A-10C US—8 x Cruise Missile Points; 1 x SOF marker	5
I	USMC—1/1, 2/1, 3/1, 1-LAR USN—1 x CVN BG, 1 x AMPH	13 MEU HQ 1 Supply Point	USN—1 x Carrier Wing; USAF—1 x F-15E, 1 x F-16, 1 x A-10C US—6 x Cruise Missile Points; USMC—1 x F/A-18	5
J	USA—3 CR Mech Inf Bde, 4/25 Abn Bde; 1 x Airmobile Point	2 Supply Points +1 Sea Transport	Commonwealth—1 x TYPH, (1x TYPH or CF-18)† JPN—1 x F-4EJ	6
K	USMC—3/4, 1 Arm Bn, 1 x AH-1Z	I MEF HQ 2 Supply Points	JPN—1 x F-15J US—4 x Cruise Missile Points	4
L	USA—25 Inf Div (all units); 2 x Airmobile Points CW**—40 + 42 RM Bn, 2 RAR, 16 UK AA Bde, 1 x 16 UK AH-64; 1 x AMPH, 1 x CV BG	USA: 25 HQ CW**: 3 Cdo HQ +1 Sea Transport	USAF—1 x F-16DJ, 1 x B-52H US—4 x Cruise Missile Points Commonwealth—1 x F-35, 1 x TYPH, 1 x F-35A; 1 x SOF marker	5
M	USMC—1/5, 2/5, 3/5 USN—1 x SAG, 1 x CVN BG	1 Supply Point	USN—1 x Carrier Wing; USMC—2 x F/A-18, 1 x F-35B; US—4 x Cruise Missile Points	4
N	USA—3/1C Mech Inf Bde, 1 x AH-64/1C	2 Supply Points	USAF—1 x A-10C	5
O	USA—1C Cav Div (All units)	1C HQ 1 Supply Point	USAF—1 x F-16DJ; US—4 x Cruise Missile Points	5
P	Commonwealth**—Abn Bn, 1 x Tiger; 1 x Airmobile Point; JPN*—8/West, 15/West	+2 Sea Transport +1 Air Transport	USAF—1 x F-15E	4
Q	USA—1/3 Mech Inf Bde, 1 x AH-64/3	3 HQ 1 Supply Point	JPN—1 x F-2A	4
R	USA—3 Inf Div (all units)	+2 Sea Transport	US—6 x Cruise Missile Points	4
S	USA—1/1 Mech Inf bde, 1 x AH-64/1 USN—1 x CVN BG	1 HQ 1 Supply Point	USN—1 x Carrier Wing; US—4 x Cruise Missile Points	4
T	USA—1 Inf Div (all units)	+2 Sea Transport	USAF—1 x F-16	4
U	USA—10 Mtn Div (all units)	10 Mtn HQ 1 Supply Point	USAF—1 x F-15E; US—4 x Cruise Missile Points	3
V	USA—1 Arm Div (all units)	1 Arm HQ 2 Supply Points		3

The chart applies to both NWK, NWT, and NWV, and it assumes that all US long range bombers start in the USA/Guam Basing Box. NWT GSR 17.2/3 should always be used at no cost in VP; ignore NWT GSR 17.11. Ignore any reinforcements called for in a game in which the counter does not exist [NWV]. Supply Points listed here arrive only if the US intervenes at Level 1.

## Notes:

\* NWT GSR 17.8; NWP GSR 1.2.4

§ NWIP GSR 3.9

\*\* NWT GSR 17.13; NWIP GSR 19.1; NWV GSR 16.9.1

† NWIP GSR 19.0; NWV GSR 16.9.1/16.9.2

R# Reinforcement Number; see NWT GSR 18.3.3.1 or NWK GSR 16.2.3.2.



**NEXT WAR:**  
**VIETNAM**